"That's all Folks!"

SUNSOFT®

11165 Knott Ave.
Cypress, CA 90630
(714) 891-4500

Sunsoft® is a registered trademark of Sun Electronics Corporation. ©1993 Sun Corporation of America. All rights reserved. LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros. ©1993. "WHAT'S UP DOC" (Carl Stalling) ©1959 WARNER BROS. INC. (Renewed) All Rights Reserved. Used By Permission. "THE MERRY GO ROUND BROKE DOWN" (Cliff Friend, Dave Franklin) ©1937 WARNER BROS. INC. (Renewed) All Rights Reserved. Used By Permission. Nintendo® and Super Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

PRINTED IN JAPAN

SNS-R7-USA

BUGS BUNNY RABBIT RAMPAGE

INSTRUCTION BOOKLET

SUNSOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

SUNSOFT® Limited Warranty

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Sunsoft, 11165 Knott Ave., Cypress, CA 90630. (714) 891-4500

THANK YOU . . .

for purchasing the Sunsoft **Bugs Bunny Rabbit Rampage** Game Pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more! Remember to keep this manual in a safe place.

CONTENTS

Rabbit Rampage 2
How to Start the Game 3
How to Use the Controller 4
Object of the Game 5
Game Play Screen 6
Trainer Screen 6
Attack Techniques 7-10
ACME Devices 11-14
Style Rating 15

Vinm's Lab

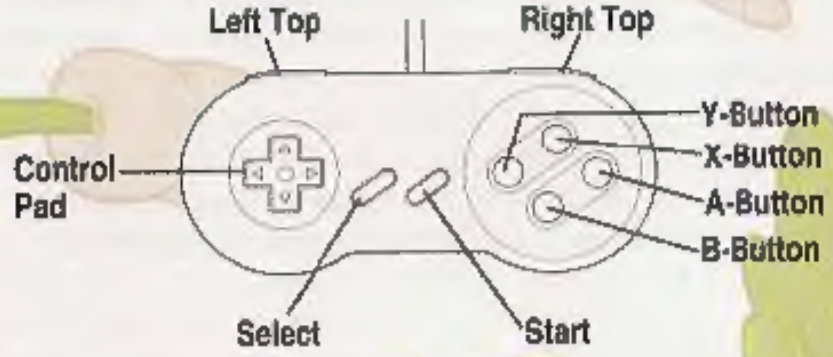
RABBIT RAMPAGE

"What's up Doc?" **Bugs Bunny**, that carrot-chomping, "wascally wabbit" is searching out his nemesis who is constantly painting him into ever-changing corners. A lunatic animator is out to get Bugs, but little does he know that Bugs has an ACME arsenal at his command. He'll throw pies into the face of his enemy, use mirrors to deflect shrinking rays and paint skunk stripes on the backs of cats. There are many more tricks up this clever rabbit's sleeve. The animator throws Bugs into the middle of dangerous situations, each like a different cartoon. Bugs may find himself outsmarting hunting hounds in the forest with **Elmer Fudd** one moment and then find he is smack dab in the middle of a wrestling ring facing **The Crusher** the next. In the tenth and final level, discover the mad animator behind the chaos. Saturday mornings were never this crazy!

HOW TO START THE GAME

Insert the Bugs Bunny Rabbit Rampage Game Pak and turn the system ON. Press Start to begin the game. You have the option to change the controller settings. Press Select to go into the Options screen. Set-up Controls will allow you to change the controller settings. Reset Controls returns to the default controller setting. Trainer Screen lets you practice moves and setting ACME devices. You can choose the difficulty of the game play to "Practice" or "Normal" mode. To begin the game select Return.

HOW TO USE THE CONTROLLER



Control Pad: Move Bugs left or right
Duck (We don't mean Daffy!)
A-Button: Release ACME Device
B-Button: Jump
B-Button + Up: Jump Higher
B-Button + Down: Go into a rabbit hole
Drop through platforms
B-Button then Y-Button: Super Squat Buster (while descending)
X-Button: Kick
Y-Button: Throw pies (do not use turbo)
Y-Button + X-Button: Spinning Attack
Top Left and Top Right Scroll: Toggle forward or backward through ACME Devices
Start: Begin/Pause game play

OBJECT OF THE GAME

A mysterious animator is out to drive Bugs Bunny crazy by throwing him in the middle of one strange situation to the next. Each level has different enemies and Bugs-unfriendly traps. In this one-player game, Bugs must make it through nine levels in order to come face-to-face with the animator behind all of Bugs' trouble. Each game begins with 5 tries in the Practice mode or 3 tries in the Normal mode and you can gain extra lives by collecting "1 UP" icons. There are three continue options. Continues may also be given as rewards for style points at the end of each level. There are several attack techniques to use against enemies ranging from spinning attacks to pie-throwing. The wonderful people at ACME have provided Bugs with a variety of tricks to use against enemies, each with a different effect. Be sure to collect spinning arrows. They will allow Bugs to drop a "BUGS WAS HERE" sign. Each time you drop a "BUGS WAS HERE" sign it acts as a returning point after Bugs gets rubbed out by the animator's eraser. If Bugs can get past all of his rivals in each cartoon-like level, he will unveil the animator and dry up his inkwells once and for all.

Vimm's Lair

GAME PLAY SCREEN

1. Lives: Shows Bugs' current number of lives left.
2. Energy: This meter represents the amount of energy Bugs has. The more complete the carrot is, the more damage he can take. It also monitors the spinning attack. Replenish the meter by finding and eating carrots.
3. ACME Device: The currently selected ACME Device is displayed in the crate.

TRAINER SCREEN

In order to get warmed up for the adventure ahead, you can play in a training area without any enemies. Here you can attack floating targets to get the hang of the controls. Select the Trainer Screen in the Options menu to try out your skills. You'll have a chance to practice the controls and learn how to use ACME Devices. To get out of the Trainer Screen hit the Start button.

ATTACK TECHNIQUES

Spinning Attack

Bugs will continuously spin by pressing the Pie-throwing and Kick buttons at the same time. During the use of this attack, Bugs knocks enemies out of the way and will be invincible but it will drain his energy. The attack can be used at all times except when Bugs is setting an ACME Device, being hit by an enemy or jumping in the air. This is the strongest attack available.

ATTACK TECHNIQUES Continued

Kick

With all his might, Bugs releases an incredibly powerful kick. Yet, it is graceful at the same time. This attack is stronger than throwing pies but not as strong as the spinning attack.

Throwing Pies

There's nothing funny about getting a cream pie in the face, especially when Bugs is throwing them. This attack is weaker than the spinning attack and the kick, but Bugs has plenty of ammunition.

Super Squat Buster

By pushing the Jump button then the Pie-throwing button, Bugs will land on top of the enemy with a squat.

ATTACK TECHNIQUES Continued

Release ACME Device

The A-button releases the ACME Device shown in the top corner of the screen. He must collect the items before using them and can choose the device to spring on an enemy when he has more than one available. The player can toggle through ACME Devices while the game is paused. This is an excellent technique to use to make sure that the device you want to use on enemies is ready to go without having to confront the enemies at the same time. By pressing the A-button, the ACME Device is dropped directly in front of Bugs. To throw the ACME Device long-distance, press Up and the A-button. For an in-between throw, press Down and the A-button.

ACME DEVICES

Bugs will find ACME Devices to collect and use against enemies. When the time is right, the A-button releases the device. Some ACME Devices need to be triggered by an enemy getting within range or touching it. If the device is not triggered by a certain time, it will disappear.

ACME Devices will never backfire on Bugs and he is invincible while setting off the device.

Anvil

To fight the Bull, Bugs will get his attention with a red cape. When the Bull charges, Bugs pulls the cape away to reveal an anvil.

Arrows

These act as checkpoints for Bugs to return to when he loses a life.

Black Hole

If Bugs drops a black hole, an enemy will drop through it as they attempt to walk across it.

ACME DEVICES Continued

Bull's Eye Bugs drops a bull's eye on the ground which when walked across by an enemy will drop an object on him (such as a safe or anvil). An enemy must walk across it to activate it.

Carrots Chompin' on Bugs' favorite food restores his energy.

Cork When Bugs faces the Big Bad Wolf, he can put a stop to the wolf's hot air by placing a cork in his mouth while he is inhaling. He'll fill himself up with air and float away.

Exploding Bones Bugs throws a bone which attracts the hunting hounds and explodes when they pick it up.

Jam Though it may be tasty in a sandwich, it does create a sticky situation. When Bugs throws the jar of jam, it spills over, trapping enemies in the gooey mess as soon as they walk into it.

Mirrors By placing mirrors in front of Instant Martians firing shrinking ray guns, the shrinking ray will deflect off the mirror and shrink the Instant Martian.

Paint Brush When Bugs throws the paint brush, it will paint a white stripe on a black cat. Pepe LePew will spot his "skunk-amore" immediately, carrying it off in a hot air balloon for a rendezvous.

Pies and Tomatoes Bugs throws a cream pie or tomato that stuns the enemy for a short period of time.

ACME DEVICES Continued

Round Bell When Bugs releases the bell, it tricks Crusher into thinking it is the end of the round. As Crusher stands motionless, Bugs can lay into him with an attack.

Tanks The cute little tanks must be placed in front of the enemy. Once picked up, they explode in the enemy's face!

Turkey Surprise Taz may think it's a gourmet dinner but this turkey is stuffed with a special blend of dynamite guaranteeing a bad case of heartburn. After Bugs releases the turkey, Taz pops it into his mouth then it explodes in his stomach.

TNT and Cannonball Bomb Bugs must place this in front of the enemy to walk over. Once activated, the TNT or bomb will explode.

STYLE RATING

At the end of each level, style points will be determined by an internal score keeper the player never sees. Bugs will gain and lose points based on how he plays in the game. If the player uses brute force such as kicking or pie-throwing rather than an ACME device he will tend to score low. After all, it's not how you play the game, it's how much pizzazz you have. Also, the player will receive more points by making it through the level on one try.

Depending on Bugs' performance in the level he will get one of twenty ratings determined by the number of points the player has racked up. The ratings range from "Maroon" to "Super Rabbit". If Bugs receives a high style rating he will be rewarded. Some of the rewards include health, points, 1 up and continues.

MANUFACTURER COUPON

HURRY!

EXPIRES MARCH 31, 1995

Save 50¢

Kellogg's®

Raisin Bran

cereal

CONSUMER: Offer good in all states EXCEPT single-serving size packages and is LIMITED TO ONE COUPON PER PACKAGE PURCHASED. COUPONS MAY NOT BE REPRODUCED OR TRANSFERRED.

RETAILER: KELLOGG SALES COMPANY will redeem this coupon in accordance with our redemption policy, copies available upon request. Cash value 1/100¢. Void where prohibited, taxed or restricted by law. Mail coupons to: KELLOGG'S, CMS DEPT. 36000, ONE FAWCETT DRIVE, DEL RIO, TX 78840

® Kellogg Company © 1994 Kellogg Company

5 38000 56150 9

14258

Vimm's Lab